NES-5P-USA

Fox's Peter Pan & The Pirates

T·HQ, Inc.

INSTRUCTION MANUAL

Nintendo
ENTERTAINMENT SYSTEM

This official seal is your assurance that Nintendo® has reviewed this product and that it has met our standards for excellence in workmanship, reliability and entertainment value. Always look for this seal when buying games and accessories to ensure complete compatibility with your Nintendo Entertainment System.

Nintendo and Nintendo Entertainment System are registered trademarks of Nintendo of America Inc.

Thank you for selecting the T.H.Q. INC. Peter Pan® Game Pak. Please read the instruction booklet to ensure proper handling of your new game.

PRECAUTIONS

1. If you play for long periods of time, take a 10-15 minute break every hour or so.
2. This is a high precision game. It should not be stored in places that are very hot or very cold. Never hit or drop it. Do not take it apart.
3. Avoid touching the connectors and do not get them wet or dirty. Doing so may damage the game.
4. Do not clean with benzene, paint thinner, alcohol, or other such solvents.
5. Nintendo recommends against using a rear projection television with your NES as image retention on the screen may occur.

⚠ WARNING: DO NOT USE WITH FRONT OR REAR PROJECTION TV ⚠

Do not use a front or rear projection television with your Nintendo Entertainment System® ("NES") and NES games. Your projection television screen may be permanently damaged if video games with stationary scenes or patterns are played on your projection television. Similar damage may occur if you place a video game on hold or pause. If you use your projection television with NES games, Nintendo will not be liable for any damage. This situation is not caused by a defect in the NES or NES games; other fixed or repetitive images may cause similar damage to a projection television. Please contact your TV manufacturer for further information.

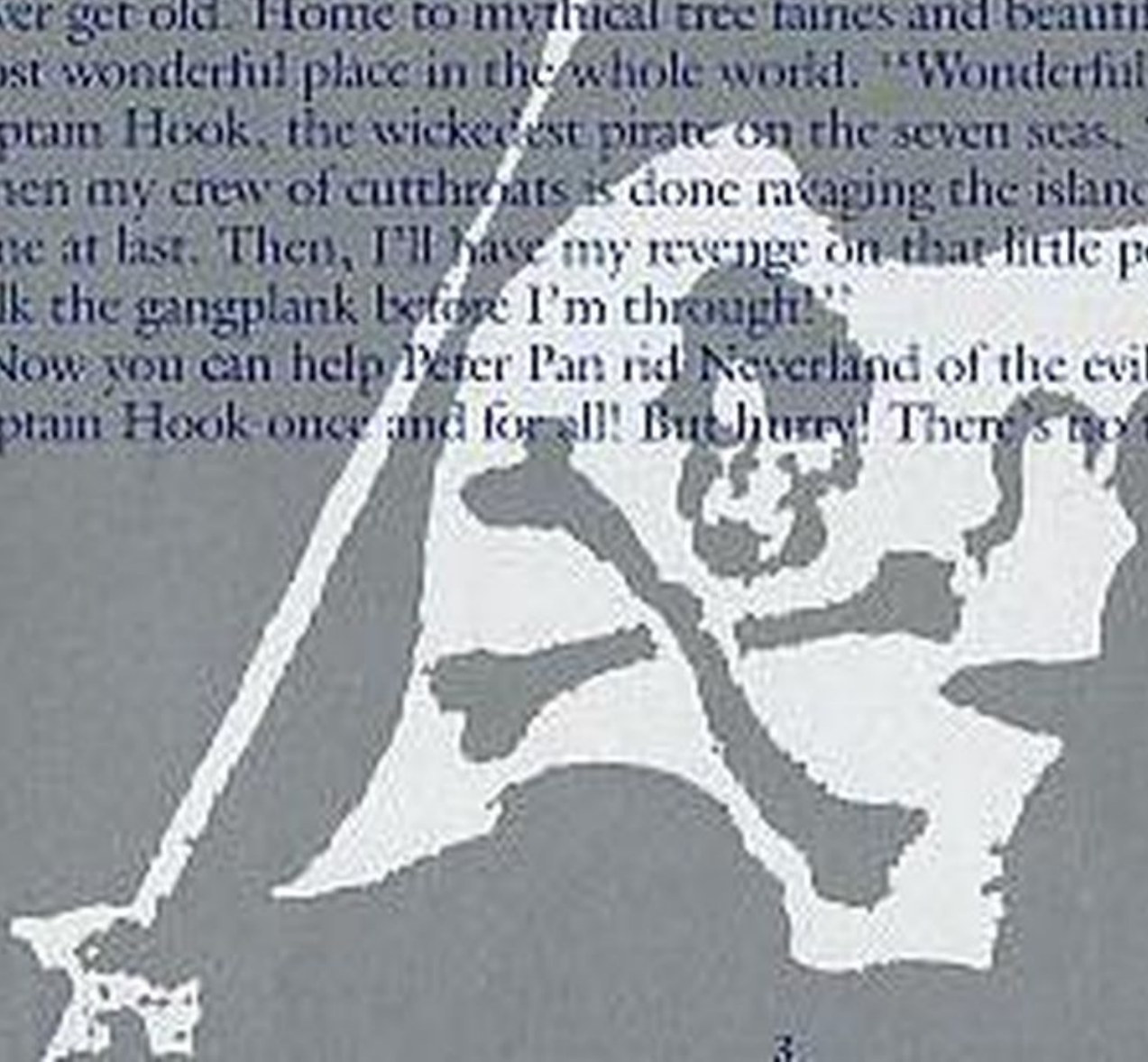
CONTENTS

Introduction 3
How to use the Controller 4
How to Play the Game 6
Winning the Game 15

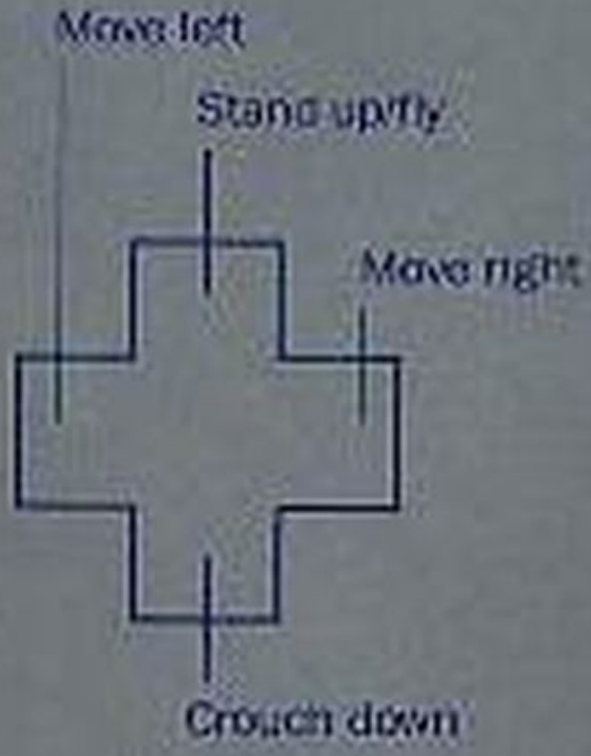
INTRODUCTION

Neverland. That magical island where dreams come true and children never get old. Home to mythical tree fairies and beautiful mermaids. The most wonderful place in the whole world. "Wonderful indeed," thought Captain Hook, the wickedest pirate on the seven seas, "but not for long! When my crew of cutthroats is done ravaging the island, Neverland will be mine at last. Then, I'll have my revenge on that little pest Peter Pan! He'll walk the gangplank before I'm through!"

Now you can help Peter Pan rid Neverland of the evil pirates and destroy Captain Hook once and for all! But hurry! There's no time to lose!!



HOW TO USE THE CONTROLLER



A Button:	Push to jump up.
B Button:	Push to use sword.
START Button:	Push to start and pause the game, and to advance through the dialogue screens.
Control Pad:	Push to move to the right or left when walking.
Control Pad Down:	Push to duck.
A+ Control Pad Up:	Push at the same time to begin flying. Then use the Control Pad to fly to the right, left, up, or down.
A+ Start Button:	Push together to turn music track on and off.

HOW TO PLAY THE GAME

The object of the game is for Peter Pan to rid Neverland of all of Captain Hook's pirates and ultimately force the wicked Captain to walk his own gangplank.

Starting the Game

To start the game, insert the game cartridge into your NES unit and turn the power on. When the Title Screen appears, press the START Button to move through the introductory screens and begin the game.

Moving Peter Pan

Peter Pan can move to the right or left on foot by pressing the Control Pad in these two directions. He can jump up by pressing the A Button or he can jump to the right or left by pressing the A Button and the Control Pad right or left at the same time. The longer you hold down the A Button, the farther Peter jumps. Peter can jump the farthest if he crouches down first. To do this, press the Control Pad down and then press and hold the A Button. Peter Pan also can fly through the air in any direction. To start Peter flying, press the A Button and the Control Pad up at the same time. Once he is in the air, use the Control Pad to direct his flight. He can fly to the right and left or swoop up and down in these two directions. Peter Pan can fly as long as he has energy on his Flight Meter (described below under Status Panel). If he has flight energy, Peter will stay in the air until he is hit by enemy fire, he hits the top or bottom of the screen, or he runs into some other obstacle.

SCORE:0
S6

The Status Panel—Energy, Score, Flight Meter, and Pirate Counter

The Status Panel at the top of the Game Screen shows Peter Pan's energy level, the game score, the Flight Meter, and the Pirate Counter.

Peter starts each level with three lives and a limited amount of energy. He will lose energy when he is hit by enemy fire, when he fights in hand-to-hand combat with the enemy, or when he flies into an obstruction such as a ledge. If he runs out of energy or falls into a deadly trap, he will lose one life and have to start over at the beginning of the current level.

Peter Pan can increase his energy level by capturing the treasure chests and the flying Tinkerbell. To capture these items, he need only touch them. He also can get bonus lives by reaching certain score levels.

The Flight Meter indicates Peter Pan's flight energy level. If he runs the meter down to zero, he will no longer be able to fly. Peter can increase his flight energy level by finding food on the island.

The Pirate Counter shows how many pirates remain in a given level of the game. In order to progress to the next level, Peter must clear his current level of all pirates.

150
SCORE:0
52

Scoring Points

Peter Pan scores points by defeating his enemies and by capturing Tinkerbell and the many treasure chests on the island. Peter must defeat the pirates by striking them with his sword. Pressing the B Button thrusts Peter's sword forward. It should be noted that different enemy characters have different point values. Also as Peter fights an enemy, he can force the enemy backwards. If he can force the enemy off a cliff, he will score more points than if he defeats the same enemy with his sword. But beware, Peter Pan also can be forced off a cliff!

ITEM	Points
Treasure	100
Tinkerbell	500
Killing pirate with sword	300
Killing pirate with musket	700
Killing Bumper	1000
Knocking pirate off a ledge	7500
Finishing a level	15,000
Finishing a level with all the treasure	40,000

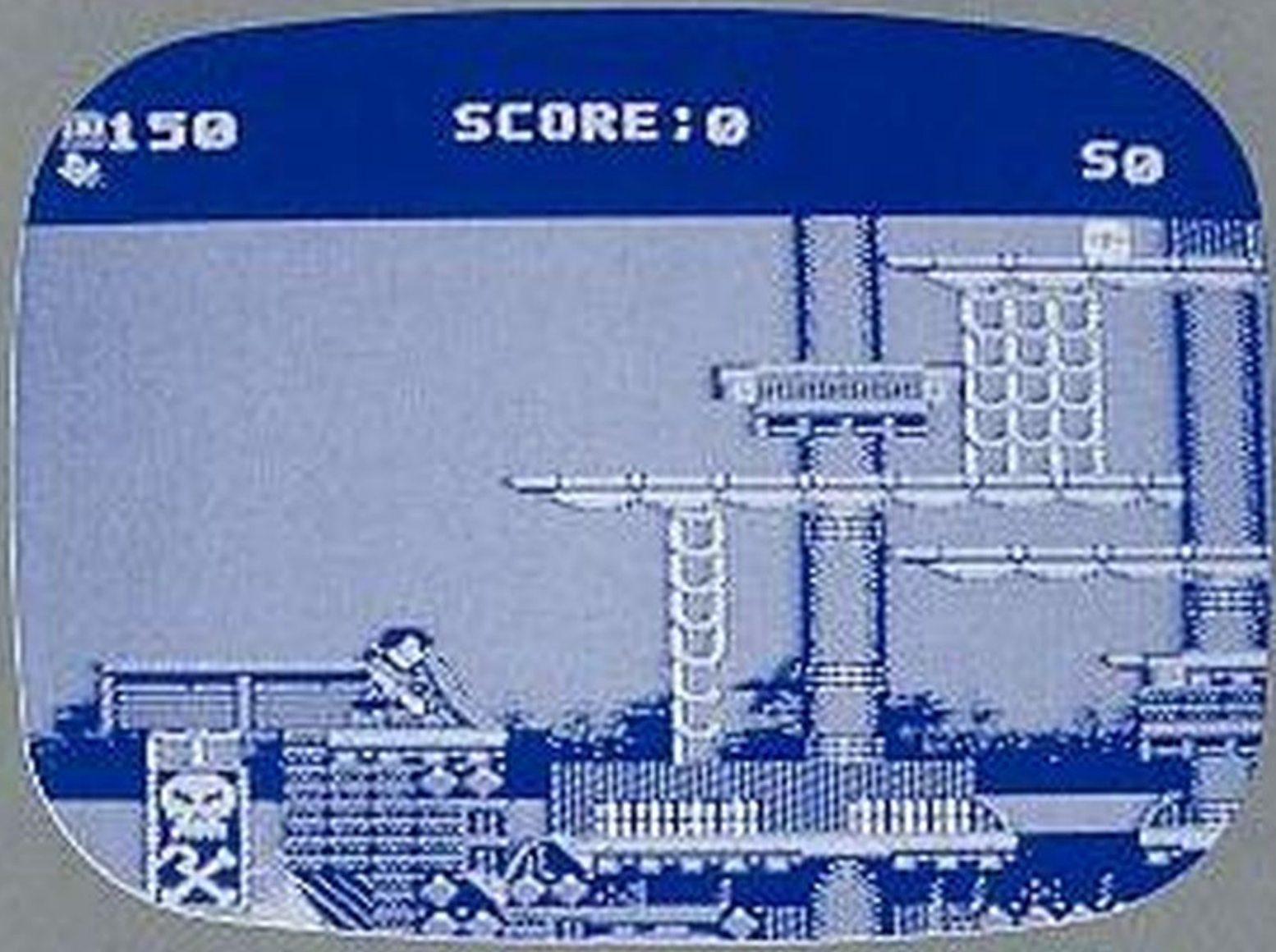
SCORE:0
50

Cannonballs

You will find many piles of cannonballs around Neverland; the remains of Captain Hook's thunderous attacks on the island. If Peter Pan taps these with his weapon, he will send them rolling. They will bowl over any pirates in the way and give Peter extra points. (Note: not all the piles of cannonballs can be rolled)

Pirate Traps

On each level, the pirates have set a trap to guard one special treasure chest. If Peter tries to take this treasure, a heavy cage will fall on him, and he will be at the mercy of the pirates for a few seconds.


150
SCORE:0
50

WINNING THE GAME

To win the game, Peter Pan must clear each level of all pirates as he moves from the left to the right of the screen. If he does not clear a level of all pirates, he will have to go back and find the ones that are left, or he will be unable to move to the next level of play. The climax of the game occurs with an exciting showdown on Captain Hook's pirate ship, the Jolly Roger. Peter Pan must force the wicked Captain to walk off his own gangplank to win. But this may prove very difficult, as Captain Hook is much stronger than his other crew members.

90-Day Limited Warranty

90-DAY LIMITED WARRANTY

THQ, Inc. (THQ) warrants to the original consumer purchaser that this Game Pak ("PAK") shall be free from defects in material and workmanship for 90 days from the date of purchase. If a defect covered by this warranty occurs during this 90 day warranty period, THQ will repair or replace the PAK, at its option, free of charge.

To receive this warranty service:

1. DO NOT return your defective Game Pak to the retailer.

2. Notify the THQ, Inc. Consumer Service Department of the problem requiring warranty service by calling: (818) 591-1310. Our Consumer Service Department is open from 8:30 A.M. to 5:00 P.M. Pacific Standard Time, Monday through Friday.

3. If the THQ, Inc. service technician is unable to solve the problem by phone, he will provide you with a Return Authorization number. Simply record this number on the outside packaging of your defective PAK, and return your PAK, freight prepaid, at your own risk of damage, together with your sales slip or similar proof of purchase within the 90-day warranty period to:

THQ, Inc.
Consumer Service Department
5000 Forbes Avenue
Calabasas, CA 91302

This warranty shall not apply if the PAK has been damaged by negligence, accident, unreasonable use, modification, tampering, or by other causes unrelated to defective materials or workmanship.

REPAIRS AFTER EXPIRATION OF WARRANTY

If the PAK develops a problem after the 90-day warranty period, you may contact the THQ, Inc. Consumer Service Department at the phone number noted above. If the THQ, Inc. service technician is unable to solve the problem by phone, he may provide you with a Return Authorization number. Simply record this number on the outside packaging of the defective PAK and return the defective PAK, freight prepaid, to THQ, Inc., enclosing a check or money order for $15.00 payable to THQ, Inc. THQ, Inc. will, subject to the conditions above, repair or replace the PAK, at its option, free of charge. You will receive the repaired PAK, or replacement PAK, within approximately 30 days of THQ, Inc.'s receipt of the defective PAK, as long as it is still in playable condition.

WARRANTY LIMITATIONS

ANY APPLICABLE IMPLIED WARRANTIES, INCLUDING WARRANTIES OF MERCHANTABILITY AND FITNESS FOR A PARTICULAR PURPOSE, ARE HEREBY LIMITED TO NINETY (90) DAYS FROM THE DATE OF PURCHASE AND ARE SUBJECT TO THE CONDITIONS SET FORTH HEREIN. IN NO EVENT SHALL THQ, INC. BE LIABLE FOR CONSEQUENTIAL OR INCIDENTAL DAMAGES RESULTING FROM THE BREACH OF ANY EXPRESS OR IMPLIED WARRANTIES.

The provisions of this warranty are valid in the United States only. Some states do not allow limitations on how long an implied warranty lasts or exclusion of consequential or incidental damages, so the above limitations may not apply to you. This warranty gives you specific legal rights, and you may also have other rights which vary from state to state.

Compliance with FCC Regulations

This equipment generates and uses radio frequency energy and if not installed and used properly, that is, in strict accordance with the manufacturer's instructions, may cause interference to radio and television reception. It has been type tested and found to comply with the limits for a Class B computing device in accordance with the specifications in Subpart J of Part 15 of FCC Rules, which are designed to provide reasonable protection against such interference in a residential installation. However, there is no guarantee that interference will not occur in a particular installation. If this equipment does cause interference to radio or television reception, which can be determined by turning the equipment off and on, the user is encouraged to try to correct the interference by one or more of the following measures:

- Reorient the receiving antenna
- Relocate the NES with respect to the receiver
- Move the NES away from the receiver
- Plug the NES into a different outlet so that computer and receiver are on different circuits

If necessary, the user should consult the dealer or an experienced radio/television technician for additional suggestions. The user may find the following booklet prepared by the Federal Communications Commission helpful:

How to Identify and Resolve Radio-TV Interference Problems.
This booklet is available from the U.S. Government Printing Office, Washington, D.C. 20402, Stock No 004-000-00345-4.

Fox's Peter Pan and the Pirates
©1990 Fox Children's Productions
NES-5P-USA
Instruction Manual

T•HQ, Inc.

5000 N. Parkway Suite 305
Calabasas, CA 91302

Printed in Japan